

# Community Summit 2009

## Round I: Visualizing Sugar Land's Future for 2025

### The “Bad”

#### *What Participants Want to Discourage / Principles Most Concerned with Protecting*

##### Results by Principle

1. Beautiful Community
2. Great Neighborhoods (Tie)
3. Balanced Development & Redevelopment (Tie)
4. Superior Mobility
5. Regional Business Center of Excellence

##### Results by Individual Categories

1. Traffic
2. Visual Pollution
3. Blighted Commercial Centers
4. Infrastructure Disrepair (Tie)
5. Billboards (Tie)

##### Summary

- “Beautiful Community” (Principle B) is the principle participants were most concerned about protecting, and the focus of many of the comments were related to aesthetics.
- “Great Neighborhoods” (Principle F) ranked second.
  - ~ Many of the items listed were also listed under “Beautiful Community” as well, and the majority of the comments focus on aesthetics, property maintenance and low quality housing.
- In a Tie for number two is “Balanced Development & Redevelopment” (Principle J).
  - ~ Many of the potential issues listed as threatening this principle are related to the quality of development / redevelopment and low property standards and maintenance.
- “Superior Mobility” (Principle G) is ranked fourth, and overall, traffic congestion is the top concern among participants.
- “Regional Business Center of Excellence” (Principle I) is the fifth principle listed among the top five.
  - ~ The most mentioned topic was blighted commercial centers, as it seems the community links underutilized or failing commercial centers with the City having an image which would prevent the attraction of quality development and businesses.

# Community Summit: Photo Exercise (The Bad)

## Safe Community (Principle A)

### (4) Decaying Building Standards (Groups: 4, 5, 9, 12) (Also Included in Principles B, F, J)

- Decaying building standards
- Deteriorating private buildings/ infrastructure
- Declining buildings
- Functionally obsolete buildings
  - ~ Don't keep a building just because it's old

### (3) Prison (Groups: 3, 8, 9) (Also Included in Principle I)

- Prison (needs relocating)
- No crime, prison, etc.
- No prison in SL

### (3) SOBs (Groups: 1, 4, 11)

- S.O.Bs (The Men's Club)
- Strip clubs
- No SOBs

### (2) Graffiti (Groups: 4, 5) (Also Included in Principle B)

- Graffiti
- Graffiti

### (2) Low Property Standards (Groups: 4, 7) (Also Included in Principles B, F, J)

- Razor wire/ low property standards
- Poor fence maintenance

### (1) Night clubs/bars near residential (Group: 8) (Also Included in Principles F, J)

- No nightclubs, bars, etc in residential areas

### (1) Crime (Group: 8)

- No crime, prison, etc.

### (1) Idle police cars (Group: 12) (Also Included in Other)

- Idle police cars
  - ~ Image
  - ~ Stealth vehicles
  - ~ Inefficient use

### (1) Pan Handlers (Group: 4) (Also Included in Principles B, I)

- Pan handlers

(18 Total Votes)

## Beautiful Community (Principle B)

### (9) Visual Pollution (Groups: 1, 2, 7, 8, 9, 10, 11, 12, 13) (Also Included in Principle F)

- Visual pollution (*Signage, above ground power, light poles*)
- Poor aesthetics (*Visible utility poles and lines*)
- Power lines, all concrete parking
- Above ground power lines
- Visual clutter
  - ~ (Power, telephone lines, billboards near residential)
- Sign pollution (*Visual clutter*)
- No Ugly
  - ~ Power lines (*Inquired about regulations to require underground*) / Structural / Unscreened
- Low-end aesthetics (*low end light fixtures; not well landscaped medians or ROWs*)
- Above ground power lines

### (8) Blighted Commercial Centers (Groups: 1, 2, 4, 7, 9, 10, 11, 13) (Also Included in Principles E, I, J)

- Blighted commercial centers (*Empty or becoming empty*)
- Vacant commercial (*Gives City a bad image*)
- Empty businesses (*Put empty box stores to good use; Incredible Pizza a success*)
- No more strip centers (aesthetically challenged)
- Empty strip shopping center and big box stores
  - ~ Aesthetic art to cover vacant spaces (*Need to use art to hide vacant spaces, e. g. Town Square uses*)
- Vacant Comm/residential (*Empty big box stores*)
- No “empty” boxes
- Empty Big Box retail strip Centers

### (7) Billboards (Groups: 3, 4, 6, 7, 8, 11, 13)

- Billboards
- Billboards
- Billboards
- Billboards
- No advertising boards (*Billboards*)
- No billboards
- Billboards

### (5) Freight Train (Groups: 1, 2, 3, 11, 13) (Also Included in Principle G)

- Freight trains
- Railroad (*Remove because obstacle to mobility*)
- Train impacts
- No more heavy rail (*Freight traffic*)
- Unsightly and visible rail lines (*Landscape railroad*)

### (4) Decaying Building Standards (Groups: 4, 5, 9, 12) (Also Included in Principles A, F, J)

- Decaying building standards
- Deteriorating private buildings/ infrastructure
- Declining buildings
- Functionally obsolete buildings
  - ~ Don't keep a building just because it's old

**(4) Low End / Dense Apartments (Groups: 3, 4, 9, 10) (Also Included in Principles F, J)**

- Deteriorating Apartments/ Extensive high density multi-fam (*No clustering; nothing run-down or low-quality; there was never an agreement on “no apartments”*)
- Low end apartments (low income) (*No low income apartments, but recognition that high quality apartments are important for the elderly and young professionals*)
- Run down apartments
- Low end retail and apts. (*No low end apts. or retail – Big Lots / Dollar Store, etc.; ok with high-end apts.*)

**(3) Cluttered ROW (Groups: 4, 6, 7) (Also Included in Principle F)**

- Cluttered ROWs
- Unmaintained ROW/ landscaping (*Aesthetic control*)
- Poorly maintained ROW

**(3) Low quality housing (Groups: 6, 8, 12) (Also Included in Principles F, J)**

- Low Quality housing
- Temporary housing (*Mobile homes*)
- Deterioration or degradation of our high standards of housing

**(3) Lack of Landscape / Screening (Industrial and City facilities) (Groups: 8, 9, 13)**

- More covering of plants (*Need screening of water/wastewater facilities; City should follow same rules*)
- Landscape industrial areas (*Okay with industrial but needs to be beautified*)
- Unscreened building equipment

**(2) Low Property Standards (Groups: 4, 7) (Also Included in Principles A, F, J)**

- Razor wire/ low property standards
- Poor fence maintenance

**(2) Dirty waterways (Groups: 2, 5) (Also Included in Principles D, H)**

- Dirty waterways (*Focus on aesthetic issues related to overgrown vegetation*)
- Unclean/ contaminated waterways

**(2) Graffiti (Groups: 4, 5) (Also Included in Principle A)**

- Graffiti
- Graffiti

**(2) No Architectural Diversity (Groups: 6, 12) (Also Included in Principles E, J)**

- Architectural diversity/ innovation is absent in SL = All the same (red brick) (*\* Biggest dislike*)
- A lot of the same (architectural diversity)
  - ~ Red brick

**(2) Poorly Maintained Neighborhood (Groups: 7, 10) (Also Included in Principle F)**

- Poorly maintained neighborhoods
- Eye sores
  - ~ Lack of control of neighborhoods (*Want houses to look nice with kept yards*)

**(2) Environmental eyesores (Groups: 1, 7) (Also Included in Principles D, F)**

- Environmental eyesores (overflowing trash)
- Open trash / Overgrown grass

**(I) Pan Handlers (Group: 4) (Also Included in Principles A, I)**

- Pan handlers

**(I) Lack of architectural control (Group: 1) (Also Included in Principle J)**

- Lack of arch. Control (residential and commercial) *(While want more unique architecture, need to ensure City retains control)*

**(I) Trashy Neighborhoods (Group: 2) (Also Included in Principle F)**

- Trashy neighborhoods *(e.g. Boats sitting in front of houses; need deed restrictions for all neighborhoods)*

**(I) Vacant lots (Group: 4) (Also Included in Principles F, J)**

- Vacant lots

**(I) Low Quality Streetscaping (Group: 6) (Also Included in Principle F)**

- Low quality streetscaping

**(I) All Concrete Parking (Group: 7)**

- Sparsely vegetated parking

**(I) Ugly Parking Garage (Group: 7)**

- Ugly parking garage

**(I) Highway and Street Debris (Group: 9) (Also Included in Principle G)**

- Highway and street debris (need street sweeping)

**(I) Excessive Signage (Group: 12)**

- Bad signage/excessive signage (unregulated)

**(I) Open Drainage Channels (Group: 13) (Also Included in Principle F)**

- Open drainage channels w/o landscaping and trails

**(68 Total Votes)**

## **Inclusive Community (Principle C)**

**(4) Neglect of Historic Features (Groups: 1, 3, 4, 6) (Also Included in Principles H, J)**

- Redevelopment (lack of) *(Imperial)*
- Neglect of historic features
- Torn down historical landmarks
- Dilapidated building/ignoring heritage *(Do not let it just sit)*

**(I) Racial Discord (Group: 8)**

- Racial discord *(Could be a future concern if City is not proactive about encouraging/promoting diversity in our community now)*

**(1) Inadequate senior facilities (Group: 3)**

- Inadequate senior facilities

**(6 Total Votes)**

## **Environmentally Responsible Community (Principle D)**

**(2) Dirty waterways (Groups: 2, 5) (Also Included in Principles B, H)**

- Dirty waterways (*Focus on aesthetic issues related to overgrown vegetation*)
- Unclean/ contaminated waterways

**(2) Environmental eyesores (Groups: 1, 7) (Also Included in Principles B, F)**

- Environmental eyesores (overflowing trash)
- Open trash/ Overgrown grass

**(1) Wasted Water (Group: 2)**

- Wasted water

**(1) Poor Drainage (Group: 5) (Also Included in Principle F)**

- Good drainage

**(1) Environmental Pollution (Group: 5)**

- Environmental pollution

**(1) Industrial Contamination (Group: 5) (Also Included in Principle I)**

- Poor industry / contamination

**(8 Total Votes)**

## **Destination Activity Centers (Principle E)**

**(8) Blighted Commercial Centers (Groups: 1, 2, 4, 7, 9, 10, 11, 13) (Also Included in Principles B, I, J)**

- Blighted commercial centers (*Empty or becoming empty*)
- Vacant commercial (*Gives City a bad image*)
- Empty businesses (*Put empty box stores to good use; Incredible Pizza a success*)
- No more strip centers (aesthetically challenged)
- Empty strip shopping center and big box stores
  - ~ Aesthetic art to cover vacant spaces (*Need to use art to hide vacant spaces, e. g. Town Square uses*)
- Vacant Comm/residential (*Empty big box stores*)
- No “empty” boxes
- Empty Big Box retail strip Centers

**(3) Low Quality Retail (Groups: 7, 9, 10) (Also Included in Principles I, J)**

- Low quality retail (*Kinds of stores, i.e. Dollar Store, etc*)
- Gourmet, unique stores at town square (*More high-end specialty stores*)
- Low end retail and apts. (*No low end apts. or retail – Big Lots / Dollar Store, etc.; ok with high-end apts.*)

**(2) Too Much Multi-Family (Groups: 7, 13) (Also Included in Principles F, J)**

- Too many multi-family (*Massive multi-family complexes*)
- Apartments (*Though okay with apartments that are integrated in a mixed use, Planned Development*)

**(2) Lack of Pedestrian Access (Groups: 9, 13) (Also Included in Principle G)**

- Town square and adjoin shops off town center blvd – not walk able
- Lack of pedestrian connectivity between retail centers (*Overall development is still too car-centric*)

**(2) No Architectural Diversity (Groups: 6, 12) (Also Included in Principles B, J)**

- Architectural diversity/ innovation is absent in SL = All the same (red brick) (*\* Biggest dislike*)
- A lot of the same (architectural diversity)
  - ~ Red brick

**(17 Total Votes)**

## Great Neighborhoods (Principle F)

**(9) Visual Pollution (Groups: 1, 2, 7, 8, 9, 10, 11, 12, 13) (Also Included in Principle B)**

- Visual pollution (*Signage, above ground power, light poles*)
- Poor aesthetics (*Visible utility poles and lines*)
- Power lines, all concrete parking
- Above ground power lines
- Visual clutter
  - ~ (Power, telephone lines, billboards near residential)
- Sign pollution (*Visual clutter*)
- No Ugly
  - ~ Power lines (*Inquired about regulations to require underground*)
  - ~ Structural / Unscreened
- Low-end aesthetics (*low end light fixtures; not well landscaped medians or ROWs*)
- Above ground power lines

**(7) Infrastructure Disrepair (Groups: 2, 4, 5, 7, 8, 10, 11) (Also Included in Principles G, J)**

- Potholes
- Infrastructure disrepair
- Decaying infrastructure
- Poorly maintained roads/sidewalks
- Pot holes, paved roads
- Fail to upkeep (*Infrastructure; like sidewalks*)
- Neglect/ disrepair (*Infrastructure; e.g. no pot holes or broken hand rails*)

**(4) Decaying Building Standards (Groups: 4, 5, 9, 12) (Also Included in Principles A, B, J)**

- Decaying building standards

- Deteriorating private buildings/ infrastructure
- Declining buildings
- Functionally obsolete buildings
  - ~ Don't keep a building just because it's old

**(4) Low End / Dense Apartments (Groups: 3, 4, 9, 10) (Also Included in Principles B, J)**

- Deteriorating Apartments/ Extensive high density multi-fam (*No clustering; nothing run-down or low-quality; there was never an agreement on "no apartments"*)
- Low end apartments (low income) (*No low income apartments, but recognition that high quality apartments are important for the elderly and young professionals*)
- Run down apartments
- Low end retail and apts. (*No low end apts. or retail – Big Lots / Dollar Store, etc.; ok with high-end apts.*)

**(3) Cluttered ROW (Groups: 4, 6, 7) (Also Included in Principle B)**

- Cluttered ROWs
- Unmaintained ROW/ landscaping (*Aesthetic control*)
- Poorly maintained ROW

**(3) Low quality housing (Groups: 6, 8, 12) (Also Included in Principles B, J)**

- Low Quality housing
- Temporary housing (*Mobile homes*)
- Deterioration or degradation of our high standards of housing

**(2) Too much multifamily (Groups: 7, 13) (Also Included in Principles E, J)**

- Too many multi-family (*Massive multi-family complexes*)
- Apartments (*Though okay with apartments that are integrated in a mixed use, Planned Development*)

**(2) Poorly Maintained Neighborhood (Groups: 7, 10) (Also Included in Principle B)**

- Poorly maintained neighborhoods
- Eye sores
  - ~ Lack of control of neighborhoods (*Want houses to look nice with kept yards*)

**(2) Environmental eyesores (Groups: 1, 7) (Also Included in Principles B, D)**

- Environmental eyesores (overflowing trash)
- Open trash/ Overgrown grass

**(2) Low Property Standards (Groups: 4, 7) (Also Included in Principles A, B, J)**

- Razor wire/ low property standards
- Poor fence maintenance

**(2) No Zoning (Groups: 6, 8) (Also Included in Principle J)**

- No Zoning / Deed restrictions
- Unzoned areas

**(1) High Rise (Group: 3) (Also Included in Principle J)**

- No high-rise/incompatibility (*No residential or commercial high-rises; both would be out of character for area*)

**(1) Night clubs/bars near residential (Group: 8) (Also Included in Principles A, J)**

- No nightclubs, bars, etc in residential areas

**(I) Trashy Neighborhoods (Group: 2) (Also Included in Principle B)**

- Trashy neighborhoods (*e.g. Boats sitting in front of houses; need deed restrictions for all neighborhoods*)

**(I) Vacant lots (Group: 4) (Also Included in Principles B, J)**

- Vacant lots

**(I) Poor Drainage (Group: 5) (Also Included in Principle D)**

- Good drainage

**(I) Low Quality Streetscaping (Group: 6) (Also Included in Principle B)**

- Low quality streetscaping

**(I) Open Drainage Channels (Group: 13) (Also Included in Principle B)**

- Open drainage channels w/o landscaping and trails

**(I) Government Housing (Group: 10) (Also Included in Principle J)**

- Govt. housing

**(48 Total Votes)**

## Superior Mobility (Principle G)

**(10) Traffic (Groups: 1, 2, 3, 5, 6, 7, 8, 9, 10, 11)**

- Traffic Issues (*SH6*)
- Town center / SH6 congestion
- Traffic congestion
- Traffic congestion
- Traffic
- Traffic!
- Congestion
- Traffic
  - ~ Road construction
- Traffic (*Congestion at SH6 & US59*)
- Traffic Congestion

**(7) Infrastructure Disrepair (Groups: 2, 4, 5, 7, 8, 10, 11) (Also Included in Principles F, J)**

- Potholes
- Infrastructure disrepair
- Decaying infrastructure
- Poorly maintained roads/sidewalks
- Pot holes, paved roads
- Fail to upkeep (*Infrastructure; like sidewalks*)
- Neglect/ disrepair (*Infrastructure; e.g. no pot holes or broken hand rails*)

**(5) Freight Train (Groups: 1, 2, 3, 11, 13) (Also Included in Principle B)**

- Freight trains
- Railroad (*Remove because obstacle to mobility*)
- Train impacts
- No more heavy rail (*Freight traffic*)
- Unsightly and visible rail lines (*Landscape railroad*)

**(2) Commercial Airport (Groups: 9, 11) (Also Included in Principle I)**

- No big planes at the airport (*Do not want commercial service at the airport*)
- No “regional” airport (*This group was split on allowing commercial services at the airport; discussed traffic impacts, etc. Decided to list on both ‘want’ and ‘don’t want’ lists*)

**(2) Lack of Pedestrian Access (Groups: 9, 13) (Also Included in Principle E)**

- Town square and adjoin shops off town center blvd – not walk able
- Lack of pedestrian connectivity between retail centers (*Overall development is still too car-centric*)

**(1) Highway and Street Debris (Group: 9) (Also Included in Principle B)**

- Highway and street debris (need street sweeping)

**(27 Total Votes)**

## **Outstanding Cultural Arts, Educational and Recreational Opportunities (Principle H)**

**(4) Neglect of Historic Features (Groups: 1, 3, 4, 6) (Also Included in Principles C, J)**

- Redevelopment (lack of) (*Imperial*)
- Neglect of historic features
- Torn down historical landmarks
- Dilapidated building/ignoring heritage (*Do not let it just sit*)

**(2) Dirty waterways (Groups: 2, 5) (Also Included in Principles B, D)**

- Dirty waterways (*Focus on aesthetic issues related to overgrown vegetation*)
- Unclean/ contaminated waterways

**(1) School overcrowding (Group: 10)**

- School overcrowding (*Don’t want temporary buildings*)

**(7 Total Votes)**

## **Regional Business Center of Excellence (Principle I)**

**(8) Blighted Commercial Centers (Groups: 1, 2, 4, 7, 9, 10, 11, 13) (Also Included in Principles B, E, J)**

- Blighted commercial centers (*Empty or becoming empty*)

- Vacant commercial (*Gives City a bad image*)
- Empty businesses (*Put empty box stores to good use; Incredible Pizza a success*)
- No more strip centers (aesthetically challenged)
- Empty strip shopping center and big box stores
  - ~ Aesthetic art to cover vacant spaces (*Need to use art to hide vacant spaces, e. g. Town Square uses*)
- Vacant Comm/residential (*Empty big box stores*)
- No “empty” boxes
- Empty Big Box retail strip Centers

**(3) Low Quality Retail (Groups: 7, 9, 10) (Also Included in Principles E, J)**

- Low quality retail (*Kinds of stores, i.e. Dollar Store, etc*)
- Gourmet, unique stores at town square (*More high-end specialty stores*)
- Low end retail and apts. (*No low end apts. or retail – Big Lots / Dollar Store, etc.; ok with high-end apts.*)

**(3) Prison (Groups: 3, 8, 9) (Also Included in Principle I)**

- Prison (needs relocating)
- No crime, prison, etc.
- No prison in SL

**(2) Heavy Industry (Groups: 2, 13)**

- NALCO / Heavy industry presence
- Chemical Plant or heavy industrial (relocate NALCO)

**(2) Commercial Airport (Groups: 9, 11) (Also Included in Principle G)**

- No big planes at the airport (*Do not want commercial service at the airport*)
- No “regional” airport (*This group was split on allowing commercial services at the airport; discussed traffic impacts, etc. Decided to list on both ‘want’ and ‘don’t want’ lists*)

**(1) Pan Handlers (Group: 4) (Also Included in Principles A, B)**

- Pan handlers

**(1) Industrial Contamination (Group: 5) (Also Included in Principle D)**

- Poor industry / contamination

**(1) Smithville (Group: 13)**

- Smithville (Highway 6 and 90) (drawings of temporary housing)

**(1) Unlicensed vendors (Group: 2)**

- Unlicensed vendors

**(1) Day Laborers/ Vagrants (Group: 4)**

- Vagrants / Day laborers

**(23 Total Votes)**

## Balanced Development & Redevelopment (Principle J)

### (8) Blighted Commercial Centers (Groups: 1, 2, 4, 7, 9, 10, 11, 13) (Also Included in Principles B, E, I)

- Blighted commercial centers (*Empty or becoming empty*)
- Vacant commercial (*Gives City a bad image*)
- Empty businesses (*Put empty box stores to good use; Incredible Pizza a success*)
- No more strip centers (aesthetically challenged)
- Empty strip shopping center and big box stores
  - ~ Aesthetic art to cover vacant spaces (*Need to use art to hide vacant spaces, e. g. Town Square uses*)
- Vacant Comm/residential (*Empty big box stores*)
- No “empty” boxes
- Empty Big Box retail strip Centers

### (7) Infrastructure Disrepair (Groups: 2, 4, 5, 7, 8, 10, 11) (Also Included in Principles F, G)

- Potholes
- Infrastructure disrepair
- Decaying infrastructure
- Poorly maintained roads/sidewalks
- Pot holes, paved roads
- Fail to upkeep (*Infrastructure; like sidewalks*)
- Neglect/ disrepair (*Infrastructure; e.g. no pot holes or broken hand rails*)

### (6) Decaying Building Standards (Groups: 4, 5, 9, 12) (Also Included in Principles A, B, F)

- Decaying building standards
- Deteriorating private buildings/ infrastructure
- Declining buildings
- Functionally obsolete buildings
  - ~ Don't keep a building just because it's old

### (5) Low End / Dense Apartments (Groups: 3, 4, 9, 10) (Also Included in Principles B, F)

- Deteriorating Apartments/ Extensive high density multi-fam (*No clustering; nothing run-down or low-quality; there was never an agreement on “no apartments”*)
- Low end apartments (low income) (*No low income apartments, but recognition that high quality apartments are important for the elderly and young professionals*)
- Run down apartments
- Low end retail and apts. (*No low end apts. or retail – Big Lots / Dollar Store, etc.; ok with high-end apts.*)

### (4) Neglect of Historic Features (Groups: 1, 3, 4, 6) (Also Included in Principles C, H)

- Redevelopment (lack of) (*Imperial*)
- Neglect of historic features
- Torn down historical landmarks
- Dilapidated building/ignoring heritage (*Do not let it just sit*)

### (3) Low quality housing (Groups: 6, 8, 12) (Also Included in Principles B, F)

- Low Quality housing
- Temporary housing (*Mobile homes*)
- Deterioration or degradation of our high standards of housing

**(3) Low Quality Retail (Groups: 7, 9, 10) (Also Included in Principles E, I)**

- Low quality retail (*Kinds of stores, i.e. Dollar Store, etc*)
- Gourmet, unique stores at town square (*More high-end specialty stores*)
- Low end retail and apts. (*No low end apts. or retail – Big Lots / Dollar Store, etc.; ok with high-end apts.*)

**(2) Too Much Multi-Family (Groups: 7, 13) (Also Included in Principles E, F)**

- Too many multi-family (*Massive multi-family complexes*)
- Apartments (*Though okay with apartments that are integrated in a mixed use, Planned Development*)

**(2) No Zoning (Groups: 6, 8) (Also Included in Principle F)**

- No Zoning / Deed restrictions
- Unzoned areas

**(2) No Architectural Diversity (Groups: 6, 12) (Also Included in Principles B, E)**

- Architectural diversity/ innovation is absent in SL = All the same (red brick) (\* *Biggest dislike*)
- A lot of the same (architectural diversity)
  - ~ Red brick

**(2) Low Property Standards (Groups: 4, 7) (Also Included in Principles A, B, F)**

- Razor wire/ low property standards
- Poor fence maintenance

**(1) Lack of architectural control (Group: 1) (Also Included in Principle B)**

- Lack of arch. Control (residential and commercial) (*While want more unique architecture, need to ensure City retains control*)

**(1) Night clubs/bars near residential (Group: 8) (Also Included in Principles A, F)**

- No nightclubs, bars, etc in residential areas

**(1) High Rise (Group: 3) (Also Included in Principle F)**

- No high-rise/incompatibility (*No residential or commercial high-rises; both would be out of character for area*)

**(1) Vacant lots (Group: 4) (Also Included in Principles B, F)**

- Vacant lots

**(1) Government Housing (Group: 10) (Also Included in Principle F)**

- Govt. housing

**(1) Uniform Code (Group: 1)**

- Uniform Code (*Lack of uniform enforcement of building codes, etc. would be bad*)

**(1) Unbalanced Commercial Residential (Group: 3)**

- Unbalanced commercial/residential ratio (*Support the 70-30 split*)

**(48 Total Votes)**

## Community Pride in Sugar Land (Principle K)

None

## Other

### (I) Idle police cars (Group: 12) (Also Included in Principle A)

- Idle police cars
  - ~ Image
  - ~ Stealth vehicles
  - ~ Inefficient use

**(I Total Vote)**